WAL::Scene

+ Entity
- _id
- _entities
- _newEntities
- _views
- _nextID

+ getID()
+ getEntities()
+ addEntity()
+ scheduleNewEntity()
+ view()
+ applyChanges()
+ Scene()
+ Scene()
+ ~Scene()
+ operator=()
- _componentAdded()
- _componentRemoved()
- _entityRemoved()